

**HOLE
IN ONE
SPECIAL**



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Precautions	1
Outline of game	2
Course guide	2
Starting game	3
Game modes	4
Meaning of display	5
Progressing game	7
Message and score at cup-in	8
Rules of 2-PLAYER game	9
Influence on play at each area	9
Recovery shots	10

Precautions

- ★ Use this cartridge in a personal computer marked with MSX2.
- ★ Insert the ROM cartridge before power-on. Inserting the ROM cartridge with the power ON causes the main unit and ROM cartridge to malfunction.
- ★ After using the ROM cartridge, switch OFF the power of the main unit before removing the ROM cartridge.
- ★ You can enjoy this game with a keyboard, joy ball or joy stick.
- ★ You can use one joy stick (or one joy ball). When using it, connect it to the JOY1 terminal.

♣ When starting, select either stroke play, match play or tournament. As for the stroke play, one or two players makes a round of 18 holes. And the issue of the game is decided on the total number of strokes. As for the match play, two players challenge each hole. And the issue is decided at each hole. A player who gets more won rounds (holes) wins the game. When you alone play golf, the computer takes you on. As for the tournament, you compete with many top-ranking professionals making a round of 18 holes along with them. If there are two or more players ranking first, the victory is decided by going into the sudden death play-off.

★ The WEST and EAST courses are prepared as playing course. You can select it at will.

★ Select a degree of difficulty depending on your ability.

★ You can see the score card whenever you want.

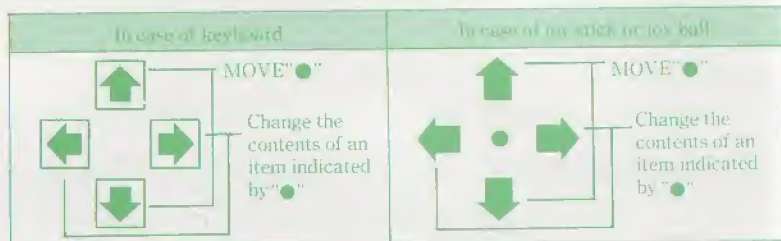
Course guide Note

COURSE 1 EAST			COURSE 2 WEST		
(HOLE)	(PAR)	(m)	(HOLE)	(PAR)	(m)
1	4	374	1	5	432
2	3	187	2	4	324
3	4	337	3	4	330
4	5	431	4	3	193
5	3	167	5	5	466
6	4	343	6	4	332
7	5	432	7	4	348
8	4	366	8	3	195
9	4	360	9	4	339
10	4	360	10	3	179
11	3	182	11	4	375
12	5	460	12	5	434
13	4	343	13	4	337
14	4	341	14	4	328
15	3	157	15	5	431
16	5	460	16	3	191
17	4	334	17	4	355
18	4	235	18	4	288
TOTAL	72	5,869	TOTAL	72	5,878

First, the screen shows a demonstration or title display, so switch it into the mode select display by depressing the following key:

- KeyboardDepress SPACE key
- Joy stick or joy ballDepress TRIGGER button.

If you want to re-select an item in the mode select display, move "●" (marker) to the item to change the contents.



When you are ready, start the game by depressing the following key of the controller:

- KeyboardDepress the SPACE key.
- Joy stick or joy ball.....Depress the TRIGGER button.

When you start a game in the TOURNAMENT mode, a display for entering player names appears. When you select the 1-PLAYER game, enter your name (up to 14 letters) in the 1P line.

- Letters which can be used for the name.....A-Z (upper-case letters) and period (.)
- When you enter a wrong characterDepress the BS key.

When you've finished entering your name, depress the RETURN key. As for the 2 UP, find the name of the professional with whom you want to make a round by means of and depress the RETURN key.

For the 2-PLAYER game, enter player's name for each of the 1 UP and 2 UP lines.

TOURNAMENT

1UP: _____

2UP: _____

- ★ In order to see a score and ranking during the tournament, use the GRAPH key. When you depress the GRAPH key at the game, the score is displayed. If you depress the key once again, the ranking is displayed. And if you depress it once more, during 2-PLAYER game, the ranking of the two players is displayed. For each ranking display, you can see the ranking of other players by means of key. In order to return to the game, depress the key again.



This game is provided with the following four items each of which has several modes (shown in ★). In order to change a mode, move "●" to a mode to be changed by means of key and change it to the desired mode by means of key.

- 1 LEVEL.....(PLAYER 1,2) AVERAGE

2 GAME.....STROKE PLAY

3 COURSE.....WEST

1.....Sets a difficult degree of playing:

- ★ AVERAGE
- ★ EXPERT
- ★ PROFESSIONAL

ITEM	AVERAGE	EXPERT	PROFESSIONAL
POWER meter speed	Slow	Fast	Fast
CURVE meter speed	Slow	Slow	Fast
Wind speed	0~7m	0~15m	0~15m
Turf grain density	1~3	1~7	1~7
Influence on POWER of rough	5~20%	5~20%	5~30%
Cup-in speed	1	0.875	0.75

2.....Sets a playing and the number of players:

- ★ STROKE PLAY.....The issue of the game is decided on the total number of strokes made in 18 holes.
- ★ MATCH PLAY.....Two players compete at one hole. And the winner is decided at each hole.
- ★ TOURNAMENT.....You compete for the victory with 100 top-ranking professionals. You (term: four days) can catalog players' names. If you are not within the 50th rank when the 2nd-day play is over, you cannot participate in the tournament from the 3rd day on, which means that your game is over.

★ Each game allows one or two persons to enjoy the game.

3.....Sets a playing course:

- ★ EAST COURSELevel-ground course
- ★ WEST COURSE.....Seaside course

You cannot set a weather conditions.

- ★ When the mode select display appears, depress F1 key, move a red marker to NAME by means of key, catalog a name by means of key, and enter with the RETURN key. Then catalog a handicap and enter with the RETURN key. Then select your opponent by means of key, and place you into the club select mode by means of key. Move a cursor to a club to be carried with and select it by means of the SPACE key. You can select up to 14 clubs including a putter. Finally, depress the SPACE key for GAME START.





① Player's score

Displays a number obtained by subtracting the number of regulation strokes (PAR) from the total number of strokes to the hole where the play ends. Displays the number of won rounds for the match play.

② Number of shot

Displays the next number of strokes of a player. "●" indicates a player who is to hit a shot.

③ Wind speed

Wind direction is shown by an arrow in the circle. Wind speed is displayed on the right side. Wind speed is varied even during the play.

④ Hole guide

When a course display is switched into another, a hole guide is displayed. You cannot display it again.

⑤ LAY

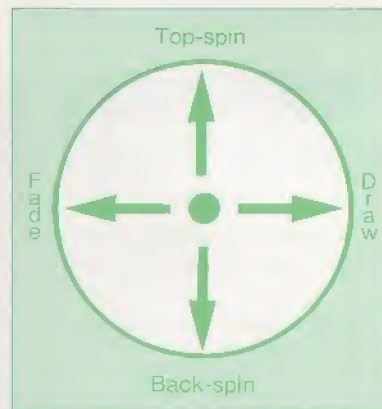
Shows a current lying state of the golf ball.

⑥ Scroll

As for the long hole, you can see the entire hole as you can scroll the display by adjusting the club select display to mark shown in the figure by means of **[F4]** key and by depressing the SPACE/TRIGGER key. If you depress the key again, you are returned to the previous display.

⑦ Turf grain

An arrow shows the turf grain direction of the green direction in which a ball is curved, and a number on the right side shows the rate of curvature.



⑧ POWER meter

Sets a force with which a player hits a ball. Longer the bar, stronger the force.

⑨ CURVE meter

Sets a ball trajectory. If you hit a ball with "●" in the middle of the ball, the ball flies straight ahead. And if you hit it with "●" on the right side, the ball is drawn (curves to the left). With "●" on the left side, it fades (curves to the right). With "●" on the upper side, the ball top-spins (flies lower and rolls easier). With "●" on the lower side the ball, back-spins (difficult to roll though flies higher). In each case, the closer "●" is to the edge of the ball, the greater is the change in movement. When you are using a putter, the CURVE meter is not displayed.

⑩ Club to be used

The club to be used must be set. In this game, you can use 14 clubs out of 18 clubs (18 available clubs and their respective distances, refer to the right table).

	Club	Carry
Wood	1W	220m
	2W	215m
	3W	210m
	4W	205m
	5W	200m
	6W	195m
Iron	1I	210m
	2I	200m
	3I	180m
	4I	170m
	5I	160m
	6I	150m
	7I	130m
	8I	120m
	9I	110m
	PW	100m
	SW	80m
	PT	20m

The operations of the keyboard (KB) and joy stick (JS) and the corresponding displays are as follows

	DISPLAY	KB	JS	MEANING
1				A ball flashes with which a player hits a shot and "+" is displayed which shows the direction in which the ball flies out.
2				If you determined the direction in which you hit a ball by moving "+", determine a club to be used.
3		SPACE (STOP)	● (STOP)	Adjust the POWER meter. (If you want to change the direction in which you hit a ball, take the steps beginning with 2 once again by means of the STOP key.)
4		SPACE (STOP)	● (STOP)	If you obtained an appropriate power, stop the meter. (If you want to change a power, take the steps beginning with 2 once again by means of the STOP key.) Then the CURVE meter begins to function.
5		SPACE	●	When "●" is moved to an appropriate position, stop "●" (except when using a putter).
6				A feminine golfer appears and hits a ball. When the ball stops rolling, a message showing the state is displayed.
	Repeat operations 1-6 until all players hit a shot on to the green. At that time, the display is switched into an enlarged green display. On the green, only a putter can be used.			
7				Determine direction in which you hit a ball by moving "+".
8		SPACE (STOP)	● (STOP)	Adjust the POWER meter. (If you want to change the direction in which you hit a ball, take the steps beginning with 7 once again by means of the STOP key.)
9		SPACE	●	If you obtained an appropriate POWER, stop the POWER meter.

	DISPLAY	MEANING
10		A feminine golfer appears and hits a ball.
11		When the ball goes into the cup, a message is displayed. Once the balls of all players have gone into the cup, the game progresses to the next hole. (In case of match play, however, the game progresses to the next hole when the game is decided even if the balls of all players do not go into a cup.)
		When you challenge each hole by means of operations 1-11 and finish making a round of 18 holes, the game is ended. (When a difference in won rounds between two players is larger than the number of remaining holes, the game ends.)

★ When you are in 1-4 or in 7, if you depress the GRAPH (TRIGGER2) key, you can see a score card. And for the TOURNAMENT, when the score is displayed, if you depress the GRAPH (TRIGGER2) key, you can see a current ranking. When you want to see the ranking of the previous day, depress the SPACE (TRIGGER1) key. For the score/ranking table, you can see the ranking of other players which does not appear on the screen by depressing key. (For the long course at the play, see 7 on page 5)

★ Explanation of symbols

Keyboard (KB) SPACE Depress the SPACE key.
 STOP Depress the STOP key.
 Joy stick (JS) Depress the CURSOR key.
 ● Depress the TRIGGER button.
 Tilt the joy stick in the direction which an arrow indicates.

Message and score at cup-in

SHOTS NUMBER			SCORE			MESSAGE
PAR3	PAR4	PAR5	PAR3	PAR4	PAR5	
1	1	1	-2	-3	-4	HOLE IN ONE!!
*	*	2	*	*	-3	ALBATROSS!!
*	2	3	*	-2	-2	EAGLE!!
2	3	4	-1	-1	-1	BIRDIE!
3	4	5	0	0	0	PAR
4	5	6	+1	+1	+1	BOGEY
5	6	7	+2	+2	+2	DOUBLE BOGEY
6	7	8	+3	+3	+3	TRIPLE BOGEY
7~	8~	9~	4~	4~	4~	NO DISPLAY

- ① Ball color
1UP.....White
2UP.....Red
- ② Determining honor (player who hits a ball first on the tee).
★ On the 1st hole, the 1-UP player becomes a honor
★ On the current hole, the player who had fewer strokes on the previous hole becomes a honor.
★ When both players had the same number of strokes on the previous hole, a player who was honor at the time continues to be a honor on the current hole
- ③ Determining a player who hits a shot
★ When the balls of both the players are on the green or not, the player who is farther from the cup (hole in the green) hits a shot.
★ When the ball of one player is on the green, the other continues to hit until he gets on the green.
★ When the ball of both players are in the same spot, the 1-UP player hits a shot.

Influence on play of each area

- ① FAIRWAY
In this area, you can control a ball according to the POWER and CURVE meters. Accordingly, it is ideal for you to perform a play within this area. The tee-off area is part of the FAIRWAY
- ② ROUGH
Hitting a ball from this area is affected by the turf. That is, you lose 5-30% of your original power. When you hit a ball from the rough, it is advisable for you to use a club enabling a longer carry larger than the usually used one.
- ③ BUNKER
In this area, you can use almost all types of clubs. But the carry is nearly half. Since the bunker is in a deeper area, please use a more lofted club when you hit a ball from the edge of the bunker.
- ④ OUT-OF BOUNDS(OB)
If your ball goes into this area, you take a penalty shot (the amount of strokes increases by one). After returning your ball to the position from which you hit it into the OB, you have to hit another shot. The OB areas are areas outside the fairway range such as sands and woods, a club house and cart
- ⑤ WATER HAZARD
If your ball goes into the water, you must take a penalty shot. After returning your ball to the last boundary line which it passed, hit another shot. The WATER HAZARD is shown in a light blue color, containing a yacht.
- ⑥ GREEN
If your ball goes into this area, a display is switched into the enlarged green display to allow putting. The green has turf grain, so determine the putting direction and set an appropriate considering the turf grain. If the set power is too strong, your ball is rebounds from the cup. And if your ball goes out of the green, you return to the course display.

- ① When your ball goes into BUNKER
When you hit a ball from the BUNKER, your carry is about half the ordinary. Accordingly, it is advisable for you to hit a ball with a club which allows a carry equal to about double the distance to the green. However, if the ball lies at the edge of the BUNKER, you would use a 81-SW club and hit the ball with all your strength.

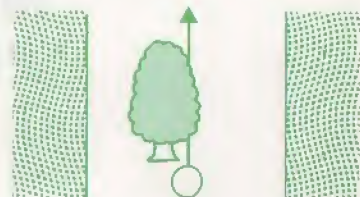


- ② When your ball stops rolling near a tree or goes into woods

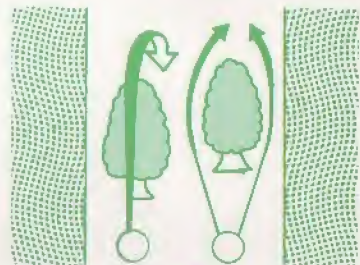
① When the ball stops rolling near the root of a tree and you cannot hit it directly to the green, hit away from the tree or onto the FAIRWAY behind the tree. Then hit a shot that may hold the green.



② When your ball lies close to the root of the tree and the green can be seen from among the trees, even if you are near the green, do not use a more lofted club as the ball usually strikes a tree. In this case, if you hit a ball with a less lofted club (wood) with less force, the ball usually flies between the trees. It is also advisable to use a putter.



③ When your ball is 20-50m from a tree and the tree is between the ball and the green, the following two methods are suggested
One method is to select a more lofted club and to hit the ball over the tree (see the left of the figure). This method is used when the ball lies near the tree or the green.
The other method is to draw or fade a ball to the side of the tree (see the right of the figure). This way is employed when the ball is a good distance from the tree and the green.



④ When your ball goes into the woods, it is safest to hit it out of the woods with a putter. But it is advisable for a player who wants a larger carry to draw or fade the ball in the direction in which there are no trees and the green is located.

